

KKND™

KRUSH KILL
'N DESTROY



E-DOCS



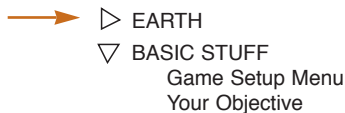
HOW TO USE

USING LINKS

Left-click on [brown, underlined text](#) to jump to a section.

You can also click on bookmark text to jump to a section.

(Click arrows to expand/collapse sections.)



MOVING/CHANGING ZOOM

Left-click and drag anywhere to move around the page



Change page magnification

(Click and hold, then select zoom level.)



USING TABS

Return to Table of Contents page



Active chapter

(Brown: Jumps to top of active chapter.)



Inactive chapter

(Gray: Jumps to a new chapter.)



KKND Electronic Documentation

MANUAL – TABLE OF CONTENTS

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This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

QUIT

HOME

COMMAND
REF

EARTH

BASICS

BUILDINGS
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MULTI-
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COMMAND REFERENCE

MOUSE COMMANDS

 Use the left mouse button to:





Select Units	Left-click on a single unit or drag a selection box around a number of units.
Determine Unit Status	Click on a unit to see its Status bar (hit points, etc.).
MOVE UNITS	Click a map point while a unit or group is selected to move the unit(s) to the map point. If your unit(s) are able to reach the selected point, they will comply.
ATTACK	Click an enemy unit/building while a unit or group is selected to attack that target. To force an attack on your own units or buildings, hold [Alt] while clicking on your unit/building.

 Use the right mouse button to:

FAST SCROLL	In the game, right-click and drag to scroll rapidly over the map.
DESELECT	Right-click on the map. Right-clicking also cancels the "Information (?)" command.
CANCEL PRODUCTION	Right-click on a production button to cancel production currently in progress.



KEYBOARD COMMANDS

Menu Controls

-  To go back one menu screen, press **[Shift]**.
-  To move forward/back through option buttons, press **[Tab]** / **[Shift+Tab]**.
-  To select the highlighted option, press **[Enter]**.
-  To pause and access the Main menu during a game, press **[Esc]**.

NOTE: *Keyboard menu controls don't work when the game's paused.*

Gameplay Controls

-  To assign units to a Group, select the units that you want to group then press **[Ctrl] + [1] - [0]** at the top of the keyboard.
-  To select an assigned Group, press the assigned number key (**[1] - [0]**). All units within the Group are selected.

EARTH: WHAT THE HELL HAPPENED?

THE PAST

It's unclear who threw the first stone, but in any case it was a big one with "Warning—Nuclear Device" plastered all over. Lots of warheads rained down from the heavens following the first, and within a week little was left of humanity. A few stragglers stayed alive on the surface, while others scuttled underground at the first hint of nuclear war and were spared the initial effects. But most of the population turned to ash (although it must be pointed out that they saved on cremation fees), leaving two "races" of "people," the Survivors and the Evolved.

THE SURVIVORS

The Survivors stayed underground for 60 years, eating recycled food that made Soylent Green look like haute cuisine. But it wasn't the tin can dinners that drove them back to the surface. It was a lack of the resources needed to run their rapidly decaying technology. The war had destroyed most machines, and those left over were cannibalized to create life-support systems. The Survivors managed to hold on to the technological know-how to create just about anything; all they needed was resources. And maybe some time in the sun. A military community, the Survivors now want to take the surface and "Wipe the tainted land with the freakers' filthy, stinkin' dead hides."

THE EVOLVED

When the sunblock ran out, the living folks on the surface mutated pretty badly. These people, eventually calling themselves The Evolved, had to battle mutated beasts and plants and even though they eventually tamed some of these critters, they still didn't have too good a time. Their mutant warrior brains didn't quite cook in the intensified sun, but sautéed lightly in their natural juices. The Evolved came to believe that the fiery destruction was caused by angry gods, The Scourge, who punished humans for doing forbidden scientific and political things. If the Evolved see the Earth returning to former methods of leadership, well... they won't be too pleased at all. And they'll try to stop it. With force.

THE PRESENT

Ever since the first Survivor popped his blinking head above ground, there's been trouble. Survivors want to reclaim what they believe belongs to them, the true humans. The Evolved want to stop the Survivors for the sake of the planet, for to continue on their path would be to bring down an even less forgiving Scourge. So there is war. And war needs war machines, and war machines need oil. Oil is the basic and rare commodity. You got oil, you got power. Simple. Whoever wins the war wins the near-barren land. Not much of a prize, but there ain't much else to win.

BASIC STUFF

This section tells you everything you need to know to get up and running. Or killing. Whatever. Unless you're one of those smart ass kids who beats everyone at every game without ever cracking a manual, you probably should at least skim this section before getting started.

GAME SETUP MENU

When you start *Krush, Kill 'N' Destroy™* (KKND for short), the Main menu appears after the intro. Use it to start a new game, load a saved game, join a multiplayer game, and other stuff.



HIGHLIGHTED OPTION (DUH)

NEW GAME

Strangely enough, this starts a new game. When you start a new game, you get to choose the side you'll play as. Click on either the Survivors (the underground, militant, "normal"-lookin' folk) or the Evolved (the above-ground, tribal, mutated-lookin' folk). You're sent to the first mission briefing for that side, then it's game on!

LOAD GAME

Access previously saved games. Scroll through the list using the on-screen arrows, then click on the game you want to continue. Click LOAD to proceed.

PLAY MISSION

Replay a mission that you've previously completed. The button at the top toggles between the Survivor missions and the Evolved missions. Select the mission you want and hit OK.

MULTIPLAYER GAME

Enter the hugely fun arena of multiplayer gaming, where you get to blow your friends to garden fertilizer. See *Multiplayer Mayhem* on p. 29 for details on how to bring out your inner bastard.

QUIT

Exit the game and return to your operating system.

YOUR OBJECTIVE

You are briefed in detail before every mission via your mobile communications system. The overall objective is to

- Build and maintain your troops, buildings, and vehicles by finding and extracting oil to power your base, then
- Obliterate the other side.

We'll first discuss the gettin' of the oil, then go onto an explanation of tech levels in the game, using your control panel, controlling your troops, making units, and stuff like that.

PLUNDERING THE LAND: OIL, RESOURCE UNITS, AND YOU

Everyone wants oil. It fuels things, lubricates things, keeps pasta from sticking, and can give you that "no-fuss" hairstyle that every post-apocalyptic swinger wants. But how do you get it?

Oil reservoirs lie underground, and can be tapped at certain points where the earth's crust is weakest. The reservoirs vary in how much oil they hold, but they all look the same on the surface—a bubbling, gooey puddle.

MOBILE OIL DERRICK

With a Machine Shop (Survivor) or Blacksmith (Evolved), you can build a Mobile Oil Derrick. Send this unit out a-huntin'. When an available tap-in point is uncovered on the ground, order your derrick to sit on it. The derrick converts into a monstrous Oil Rig and starts bleeding the Earth dry. A small display appears above the unit, indicating how much oil remains in the seam, as well as the rig's hit points, number of contained defenders, and all that good stuff.

NOTE: *Once the Oil Rig is constructed, it can no longer be moved.*

RESOURCE UNITS

Oil is converted to Resource Units when it's taken to a Power Station. Resource Units (R.U.) are the basic units of the game, funds allowing you to create more units, repair existing ones, and possibly even buy a European sedan and take an interest in dressage and small, rat-like dogs.

OIL TANKERS

Oil Tankers haul your oil from Rig to Power Station. As a special offer, you get a free Oil Tanker with each Power Station you build. At higher Tech Levels (see below) you can build additional Oil Tankers to speed up the oil gathering process. Newly created tankers travel to the nearest tap-in point, unless directed otherwise. They then travel between the two constructions until the oil seam has dried up, after which they head back to base and complain about the sudden lack of job satisfaction. The same tanker can be used for other Oil Rigs.

TECH LEVELS

Tech Levels determine the level of technology you can create in a mission. The more complex the vehicle, animal, or unit, the higher the tech level required before it can be made useful. There are two types of Tech Levels: Global and Local.

GLOBAL TECH LEVELS

The folks with fully developed craniums are constantly working at improving existing technology and creating new technology. As you progress through the missions, these people get more ideas. Their results are represented in the complexity of units, buildings, and vehicles you can potentially build at that time. What you can **actually** build at any particular moment is determined by ...

LOCAL TECH LEVELS

When you first construct a building, it exists at its lowest tech level. It can produce only basic units, vehicles, whatever. Buildings can have their own tech level increased to the maximum allowed by the current global level, and can then produce more complex units. This is made possible through the use of a Research Lab or Alchemy Hall.

Research Lab/Alchemy Hall

Building a Research Lab (Survivor) or Alchemy Hall (Evolved) gets you the groundwork for increasing Tech Levels. It really is the first step towards a more advanced you.

Increasing Tech Levels

To increase a building's tech level, left-click on the Research Lab/Alchemy Hall, then move the cursor over the desired building. If the building is upgradable, the cursor changes to four white research arrows. Left-click on the building to begin research. When the "Researching" icon pulses at full color, research is complete and the Tech Level of that building increases by one.

NOTE: You can only advance one building at a time. Note also that if the building cannot currently be advanced any further, a “No Advance” cursor (a red circle with a line through it) appears. The symbol is a bit like a “No Smoking” symbol, only it means “No Thinking.”

FURTHER NOTE: You can also upgrade the tech level of your Repair Bay/Menagerie using the method described above. Doing so makes for faster and cheaper repairs on vehicles and/or animals.

Canceling Research

If you wave the cursor over any building currently being researched, the cursor becomes a “Research Cancel” cursor. Click this on the building to stop the research, but beware—you lose all Research Units that were spent in this latest round of upgrading.

KNOW YOUR CONTROL PANEL

The on-screen control panel is active throughout each mission, sitting snugly to the right of the main gameplay screen. Positioning the cursor over these buttons for about one second brings up text showing that button's name.



Here are more details about the buttons:

RESOURCES

Toggles between displaying how many Resource Units you own, and...well...not displaying them.

RADAR

The Radar button toggles an overview of the mission area on/off. The basic map, showing uncovered terrain and your own units, is activated when you upgrade your Outpost or Clan Hall to Tech Level 2. Upgrading the Outpost/Clan Hall again allows the Radar to display enemy units also. Left-clicking in this miniature map is a quick way to move the main display to an area you wish to look at, but note that you can't select anything on this smaller map, nor can you order anything about.

OPTIONS

Accesses the *KKND* Options menu. (You can also press **[Esc]** during gameplay to pause the game and access this menu.) From here you can elect to access further options (sound and mouse), Load Game, Save Game, Restate the current Mission Briefing, Return to the current game, Restart the current mission, or Quit to the Main screen.

1. To save a game, click **SAVE GAME** in this Options menu. Scroll up and down the list of numbers (using the on-screen arrows) until you reach the save game slot you wish to use, then click on that slot position.
2. Click the **SAVE GAME** button, then type in a name for this slot. Hit **[Enter]**, and the game is saved.
- ☛ To overwrite an existing saved game, select its slot then click **SAVE GAME**.
3. To get back in the action, select **RETURN TO GAME**.

INFORMATION

Clicking this button turns the cursor into a question mark. But not only that, it also allows you

to find a unit's name just by passing the cursor over it. Right-click to cancel this function, and remember that left-clicking on a unit shows its health, tech level, etc.

CREATE INFANTRY/CREATE WARRIORS

Accesses a fly-out menu of all available Infantry/Warriors (if you own an Outpost or Clan Hall).

- ☛ To begin training, left-click a fly-out button. When the button's progress bar is full, the new unit pops out of the relevant Outpost/Clan Hall.

- ☛ To schedule production of multiple units, keep clicking. Up to nine units can be scheduled to be produced automatically, one after the other. Queue more than nine units and production enters infinite mode, where units continually produce until resources run out or production is canceled (right-click the button).
- ☛ To cancel the production of one unit, right-click on the button. To cancel queued units, keep right-clicking. You get back any unspent Resource Units.

When you own multiple Outpost/Clan Halls, you get multiple columns of fly-out menus. Each column is color-coded to match the color bar on the side of the relevant building's status bar.

CREATE VEHICLES/CREATE VEHICLES & ANIMALS

This fly-out menu displays a column of Vehicles if you've built a Survivor Machine Shop or an Evolved Blacksmith. If you're Evolved and you've built a Beast Enclosure, you get a separate column of animals you can make. Again, multiple creation buildings results in multiple, color-coded fly-out menus.

CREATE BUILDING

- ☛ To create a building, click the building's creation button from this fly-out menu. The cursor is now a ghostly image of that building when moved out to the main gameplay screen.
- ☛ Click this image where you want to build, and construction begins (assuming no obstructions are present).
- See *Makin' Stuff* on p. 10 for more details.

NOTE: *If your Outpost/Clan Hall is destroyed, your building creation is initially limited to replacing that building.*

CREATE DEFENSIVE STRUCTURE

Displays a list of Guard Towers available at the present time, which are created in the same way that buildings are created. Upgrading your Outpost/Clan Hall gives you access to higher Tech Levels of Guard Towers. Expecting guests? The Defensive Structure menu may just be for you!

NOTE: *You can only have up to eight guard towers at one time. Don't sit back and defend—ATTACK, ATTACK, ATTACK!*

AIRCRAFT MENU

When your Outpost and Machine Shop (for Survivors) or Beast Enclosure and Clan Hall (for Evolved) reach the maximum Global Tech level (only possible in the later missions), all the wonders of the Air Strike become available via your CREATE PLANE or CREATE WASP button. Click the button to access the next button...

CREATE BOMBER/WASP

Click this button to begin preparations for an Air Strike. When it's ready (and it takes a little while), the final, dastardly button appears below the Aircraft menu button...

DEPLOY AIR STRIKE

Click this button, then click the cursor on your desired target. Your aerial attack squad starts heads toward the target. Sit back and enjoy the screams!

ORDERING THINGS AROUND

The interface is designed to keep mouse bashing to a minimum, as decided by the International Excessive Game Users Collective and the Rodent Protection Foundation.

SELECTING

To select a person, vehicle, or animal, left-click on the unit. The unit's health bar is displayed. You can click on buildings to see their health and other stats, but they're much less likely to move if you order them.

DESELECTING

Clicking the right mouse button deselects the current unit/group.

GROUPING

Hey, we said "Grouping" not "Groping," so watch those big hands of yours! To simultaneously select a number of units, click and drag a selection box around the desired units. While a group is selected, any unit command affects the entire group.

SAVING AND RECALLING GROUPS

For quick access to different units or sets of units, you can use the "Group Save" feature. After selecting a unit or group of units, press **[Ctrl] + [1] - [0]** on the top of your keyboard to assign the selected units to the number. To re-select the assigned units, press the number **([1] - [0])**. Up to 10 groups can be saved and recalled in this manner ('cause there's 10 number keys, you see).

MOVING

To move a unit or group of units, select it, then left-click on the desired destination. This destination can either be anywhere in the unexposed black area or on any exposed terrain that's valid. What constitutes valid terrain? Well, something that isn't a whopping great hole in the ground, a cliff, or an ocean. You get the picture. If the terrain's invalid, you'll see the "No-Go" cursor when you point at it (a red circle with a line through it).

ATTACKING

To make your units attack, select them (singly or in a group) and move the cursor to the desired target. The cursor changes to an attack cursor (four circling, red arrows). Click on the target, sit back, and bathe in the blood of the enemy.

☛ To force an attack on your own unit(s), **[Alt]**-click on your own unit or building.

MAKIN' STUFF

Building up your bases and troops is what destruction is all about. Some structures exist only to defend other structures, while others exist to produce trained warriors, vehicles, and power.

BUILDING FROM SCRATCH

Some missions require you to choose where to set up your base. You begin these missions with a Mobile Outpost (for the Survivors) or a Mobile Clan Hall (for the Evolved).

To build, select the unit then move it around (the same as for any unit) until you reach the desired campsite. Place the cursor over the unit. If there is enough space for construction, the Deploy icon appears. Click this on the unit, and Bob's your uncle. Note that you can't pack up and move the unit once you've deployed it. Note also that Bob may not be your uncle, but this shouldn't affect deploying your Outpost or Clan Hall.

BUILDING AND AREA RESTRICTIONS

When you click on a Building Construction Button the cursor becomes a stippled, ghostly representation of that future building. Move this around to where you want the building to set up. If a red grid symbol appears anywhere over the image, then it means that something is obstructing construction in that spot, so it's not possible to set up there.

Obstructions could be holes, clumps of trees, cliffs, other buildings, edges of the game map, or other permanent obstructions. They could also be less permanent obstructions—i.e., troops or vehicles—in which case you should cancel the construction icon (right-click) and move the offending troops or vehicles before beginning construction again. If the stippled building icon turns completely red, it means the building is too far away from the others to function. Bring it closer to existing constructions.

Construction begins when the ghostly image is left-clicked on valid ground. The building slowly forms on screen as your Resource Units diminish, and soon it will be a happy building for you and a happy target for your enemy.

FIXIN' STUFF

FIXIN' BUILDINGS

Buildings and Guard Towers take damage from unkind enemies and unintelligent friendlies. When this happens, start hollerin' for the fixit people. Structure repairs are conducted by either Technicians (Survivor) or Mekaniks (Evolved). Create one of these units, send them in to the damaged building or guard tower, and let them work. This crankin' wrench icon appears over the structure under repair. When the structure is repaired, the Technician or Mekanik is spent and stays in the building as a useless sack of bones. Fickle bunch, aren't they? Note that the only cost of repairs is the cost of creating the Technician or Mekanik.

FIXIN' VEHICLES AND ANIMALS

By creating a Repair Bay (Survivors) or Menagerie (Evolved), you create a healing place for sick vehicles and/or animals. Select a damaged, non-infantry unit, then click the relevant repair station to send that unit in for some TLC.

VETERAN UNITS: THE WONDERS OF SHELL SHOCK

If a unit has been in enough action, they'll learn things like "Oh, so bullets can actually KILL you?" and "Oh, so under a tank is a BAD place to be?" These units (people, animals, and vehicles) get some smarts and soon become Veteran units. You'll know when this happens, because the normally gray health bar will change color, first to blue, then to red after you wipe out more enemy.

So what's so good about a veteran unit? Well, for a start, they're more accurate when trying to shoot things and get a higher fire rate. And not only that, but veteran people (not animals or vehicles) actually learn how to heal themselves. They have to be still for this to happen, but they'll get hit points back gradually. Of course, staying still for too long in a war zone is considered by many to be detrimental to one's health, but that's just another thing the vets need to learn, right?

NOTE: *Veteran status is only awarded when units administer substantial damage to other combat units. Shooting buildings gives nothing more than immense satisfaction.*

INFILTRATION: THE INSIDE STORY

When buildings are constructed, they come complete with little people inside to defend things. The number of defenders per building is represented on the building's status bar as the central row of small rectangles.

Depending which side they're on, defenders fear either the Survivor Saboteur or the Evolved Vandal, because it is the job of these latter intruders to neutralize defenders and destroy the defended buildings.

If intruders outnumber defenders by one, then kaboom! The little intruder kamikazes have succeeded—the building blows up, taking them with it, and you get the full value of the building added to your Resource Units! In the list of buildings in the next section, there is a count of initial defenders per building, as well as other useful info.

TECH BUNKERS: THE UNTOLD STORY

There are rumors that some of the 21st Century technology survived the big war, housed in special bunkers. These are just **rumors** of course, and this paragraph probably means absolutely **nothing**, okay? If... y'know... hypothetically... they did exist, then it would be in your best interests to find and employ them first, right? But they don't exist, so just forget everything we've said.

SURVIVOR BUILDINGS AND UNITS

Even if you're not playing as a Survivor, it's a good idea to read this section. First off, you wanna be familiar with what your enemy has to offer. Secondly, the Survivor descriptions tend

to be somewhat more complete than the descriptions of Evolved units that duplicate the same function. (On account of saving paper or something.)

SURVIVOR BUILDINGS

DRILL RIG

This building comes into being when Mobile Derrick is planted. With a huge pump and a whole lot of other scarily Freudian symbolism, it dredges oil from the Earth so you can take it to a Power Station and make Resource Units.

Cost:	1000	HP:	4000
Defenders:	2	Max Tech:	1

POWER STATION

Power makers. Get some Tankers (you get a freebie with it) to drag some oil into these babies and you've got lights, camera, death—and RUs! Power the war machine! Viva la Revolution!

Cost:	1300	HP:	4000
Defenders:	2	Max Tech:	1

OUTPOST

Trains and produces all Survivor infantry. Also allows different Guard Towers to be produced at certain Tech Levels. Often begins life as a Mobile Outpost.

Cost:	1000	HP:	6000
Defenders:	3	Max Tech:	5

MACHINE SHOP

This builds all vehicles for the Survivors. It's the equivalent of the Evolved's Blacksmith and Beast Enclosure put together.

Cost:	1000	HP:	4000
Defenders:	2	Max Tech:	5

REPAIR BAY

Repairs Survivor vehicles. You got an Anaconda tank with a squeaky seat? Send it to the Repair Bay for some good old fashioned healin.'

Cost:	1000	HP:	3000
Defenders:	1	Max Tech:	5

RESEARCH LAB

These buildings increase the Tech Level of other buildings. See *Tech Levels* on p. 5 for details.

Cost:	700	HP:	3000
Defenders:	1	Max Tech:	1

SURVIVOR INFANTRY AND WARRIORS

ASSAULT RIFLEMAN

Your standard gun-totin' Survivor. Give 'em a gun and a few instructions and hope they don't die too quickly and clog up the tracks of your tanks.

Cost:	50	Speed:	30
Fire Rate:	fast	HP:	400
Fire Range:	96	Accuracy:	65
Tech Level:	1		

SWAT

Guys in black rubbery clothes with big sticks, getting sweaty and yelling a lot. If it wasn't a war, you'd swear it was a party.

Cost:	75	Speed:	30
Fire Rate:	fast	HP:	500
Fire Range:	128	Accuracy:	70
Tech Level:	1		

TECHNICIAN

These little wizards can fix just about anything. Send them into any friendly building or tower and they'll set to work getting it back to full power. For more details, see *Fixin' Stuff* on p. 11. Note also that these guys are unarmed—protect them!

Cost:	150	Speed:	35
Fire Rate:	n/a	HP:	500
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	1		

FLAMER

Flame-resistant suits give them more protection against fire attacks, which is kinda good considering how many of those fire attacks they start themselves.

Cost:	75	Speed:	30
Fire Rate:	slow	HP:	400
Fire Range:	64	Accuracy:	50
Tech Level:	2		

SAPPER

Deprived of water-balloon fights as youths, these Survivors are making up for lost time with grenades. Hurl, kaBOOM! Hurl, kaBOOM! It's great to be in the army!

Cost:	125	Speed:	30
Fire Rate:	slow	HP:	500
Fire Range:	96	Accuracy:	90
Tech Level:	3		

RPG LAUNCHER

They fire big things from off their shoulders. Vehicles and buildings tend to hate them, but individual folks are less likely to be hit because of a basic accuracy problem that's probably due to RPG shooters being permanently deaf in one ear.

Cost:	150	Speed:	30
Fire Rate:	very slow	HP:	400
Fire Range:	160	Accuracy:	75
Tech Level:	4		

SABOTEUR

These dudes are cool. Send them into an enemy building (one at a time) and they will neutralize one defender each. Pour more into a building than there are defenders and they blow up the building and themselves, adding the value of that building to your Resource Units! Lunatics with explosives. What every army needs! You can also send them into your own buildings to up the defender count. Versatile and insane, the perfect combination.

Cost:	100	Speed:	35
Fire Rate:	slow	HP:	600
Fire Range:	96	Accuracy:	75
Tech Level:	3		

SNIPER

What these guys are good at is accuracy—perfect shot, nearly every time. And big damage. They're good at that too. Oh yeah, and being fairly quick to move around and having lots of hit points. Actually, these guys are kinda good at a lot of things.

Cost:	200	Speed:	35
Fire Rate:	medium	HP:	600
Fire Range:	160	Accuracy:	90
Tech Level:	5		

SURVIVOR VEHICLES

DERRICK

This is the vehicle you send out to an oil site. When you deploy it over an oil tap-in point, it unfolds and becomes an Oil Rig. See *Plundering the Land: Oil, Resource Units, and You* on p. 4 for details.

Cost:	1000	Speed:	30
Fire Rate:	n/a	HP:	4000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	1		

TANKER

These drag oil from the Oil Rig to the Power Station. It's a good idea to protect these vehicles.

Cost:	600	Speed:	35
Fire Rate:	n/a	HP:	3000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	3		

MOBILE OUTPOST

When deployed, this becomes an Outpost. Kinda like a mobile home, but instead of cute little rugrats, you eventually pump out homicidal military killers. Well, actually, it's not all that different, is it?

Cost:	300	Speed:	20
Fire Rate:	n/a	HP:	6000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	n/a		

DIRT BIKE

A quick two-stroke dirt bike. Not heavily armed; probably best used for reconnaissance. The rider uses a submachine gun, but only for self-defense (no, really...).

Cost:	250	Speed:	80
Fire Rate:	fast	HP:	500
Fire Range:	160	Accuracy:	70
Tech Level:	1		

4X4 PICKUP

A quick vehicle for getting around town, picking up the kids, doing a spot of shopping, and maybe blowing mutants clean off the land with its 50 caliber machine gun.

Cost:	350	Speed:	70
Fire Rate:	fast	HP:	800
Fire Range:	160	Accuracy:	70
Tech Level:	1		

ANACONDA CLASS TANK

Okay, it doesn't look much like a snake, but if you try telling that to the gunners inside, you'll register pretty high on metal detector tests pretty quickly, if you get what we mean. Big tank, big bang.

Cost:	850	Speed:	45
Fire Rate:	very slow	HP:	1600
Fire Range:	192	Accuracy:	75
Tech Level:	3		

ALL TERRAIN VEHICLE (ATV)

"Get around, get around, I get around, I've got six wheels and a very big gun." When you can go just about anywhere and kill just about anything with a huge stream of deadly and environmentally unsound fire, you don't need your songs to rhyme.

Cost:	500	Speed:	60
Fire Rate:	very fast	HP:	1200
Fire Range:	192	Accuracy:	70
Tech Level:	1		

ATV FLAMETHROWER

Not satisfied with a regular ATV? Well, how about if we rip off the standard cargo hold? Still not happy? Well, how about an enormous fuel tank and a long range flame thrower? Still not happy? Well, there's just no pleasing some people.

Cost:	550	Speed:	55
Fire Rate:	medium	HP:	1200
Fire Range:	192	Accuracy:	50
Tech Level:	2		

BARRAGE CRAFT

You get yourself a hover truck, take off that useless "cargo" bit on the back, and strap on a killer-death ripple-volley, 6-shot missile launcher. Keep on truckin'!

Cost:	1000	Speed:	30
Fire Rate:	fast	HP:	1800
Fire Range:	240	Accuracy:	80
Tech Level:	4		

AUTOCANNON TANK

The rotational turret on this machine was designed by the Grim Reaper himself. Doesn't go too fast, but anyone who tries to race it is going to come in last...dead last.

Cost:	1200	Speed:	30
Fire Rate:	very fast	HP:	1700
Fire Range:	224	Accuracy:	70
Tech Level:	5		

SURVIVOR DEFENSIVE STRUCTURES

GUARD TOWER

Your standard well-armored protective tower. Basically, a big machine gun on stilts.

Cost:	500	Fire Rate:	fast
HP:	1200	Fire Range:	144
Accuracy:	90	Tech Level:	2

MISSILE BATTERY

Fires three missiles off in quick succession, then ducks inside itself to reload.

Cost:	1500	Fire Rate:	slow
HP:	1800	Fire Range:	256
Accuracy:	90	Tech Level:	3

CANNON TOWER

A twin-barreled 125mm cannon built from concrete, so you know it's good. It hits hard, and offers better protection than one of those "house equipped with alarm system" signs.

Cost:	2500	Fire Rate:	med.
HP:	2400	Fire Range:	256
Accuracy:	90	Tech Level:	4

EVOLVED BUILDINGS AND UNITS

EVOLVED BUILDINGS

OIL RIG

Like the Survivor Drill Rig, this is a means of getting the Earth Blood from Mother Earth. You take it to a Power Station and get Resource Units too, but this doesn't sound nearly as spiritual as all that "Earth Blood" stuff.

Cost:	1000	HP:	4000
Defenders:	2	Max Tech:	1

POWER STATION

Functionally the same as the Survivors' Power Station. Creates a free Tanker, processes oil, gives you Resource Units, and causes pollution (but hey, after a nuclear war, who cares?). Viva la Evolution!

Cost:	1300	HP:	4000
Defenders:	2	Max Tech:	1

CLAN HALL

Trains and produces all Evolved infantry, as well as allowing Guard Towers to be produced at certain Tech Levels. Can start out as a Mobile Clan Hall.

Cost:	1000	HP:	6000
Defenders:	3	Max Tech:	5

BLACKSMITH

Costs less than the Survivors' Machine Shop, but doesn't produce quite as much. Builds all Evolved motorized vehicles.

Cost:	550	HP:	3200
Defenders:	2	Max Tech:	3

BEAST ENCLOSURE

This little house of procreation breeds all of the Evolved Beasts, made to order.

Cost:	550	HP:	3200
Defenders:	2	Max Tech:	4

REPAIR SHOP/MENAGERIE

Restores hit points to vehicles and animals. Just hope they don't get confused and try to replace the exhaust on a Giant War Mastodon...

Cost:	1000	HP:	3000
Defenders:	1	Max Tech:	5

ALCHEMY HALL

The Evolved equivalent to the Survivor's Research Lab. See *Tech Levels* on p. 5 NOW!

Cost:	700	HP:	3000
Defenders:	1	Max Tech:	1

EVOLVED INFANTRY AND WARRIORS

BERSERKER

A bow, some arrows, and a mutated brain-pan that disrupts rational thought. They're your average mutants, if any of them can really be called average.

Cost:	40	Speed:	30
Fire Rate:	fast	HP:	320
Fire Range:	96	Accuracy:	60
Tech Level:	1		

SHOTGUNNER

These Evolved like to hear that satisfying “ka-chunk” sound from their weapons, and the only way to hear it is to KEEP SHOOTIN’!

Cost:	75	Speed:	30
Fire Rate:	med.	HP:	500
Fire Range:	96	Accuracy:	90
Tech Level:	1		

MEKANIK

Identical to the Survivor Technician, only their speling is worser. You send them into an Evolved building, and they'll start fixing what has been damaged. And it only takes one over-worked individual to repair a whole building! They're weak and unarmed, too. There's always a catch.

Cost:	150	Speed:	35
Fire Rate:	n/a	HP:	500
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	1		

PYROMANIAC

A freak with fire-retardant skin and a gas tank strapped to his back. “Got a light?” “Sure!” Whooomp!

Cost:	75	Speed:	30
Fire Rate:	slow	HP:	400
Fire Range:	64	Accuracy:	50
Tech Level:	2		



RIOTER

These Evolved have hoarded every bottle they could scavenge just so they could fill them with gas and lob them at Survivors. Gotta admire their dedication.

Cost:	125	Speed:	30
Fire Rate:	slow	HP:	500
Fire Range:	96	Accuracy:	90
Tech Level:	3		

VANDAL

The Evolved equivalent of the Saboteur. Send them into a building (one at a time) to take out a defender. If the number of Vandals is bigger than the number of defenders, then kaBOOM goes the building (and themselves), and the value of the building is added to your Resource Units total! Vandals can also make other defenders uneasy by being sent into a friendly building and loitering around under the “no loitering” sign.

Cost:	100	Speed:	35
Fire Rate:	slow	HP:	600
Fire Range:	96	Accuracy:	75
Tech Level:	3		

BAZOOKA

Like the Survivor RPG Launcher folk, these guys are bad news to buildings and vehicles, and are also slightly better shots than their Symmetric companions. And they said an extra few eyes could never do you any good!

Cost:	150	Speed:	30
Fire Rate:	v.slow	HP:	400
Fire Range:	160	Accuracy:	75
Tech Level:	4		

CRAZY HARRY

Crazy? Just 'cause these people talk to their guns, kiss each bullet before putting it to bed, and socialize with absolutely no one doesn't make them crazy, okay? What it does make them is professional damage machines. Like wood-chipping machines with legs, but quieter.

Cost:	200	Speed:	30
Fire Rate:	very fast	HP:	500
Fire Range:	160	Accuracy:	50
Tech Level:	5		

EVOLVED VEHICLES AND ANIMALS

DERRICK

Functionally the same as the Survivor Derrick. You send it out to an oil site, and it becomes an Oil Rig when set up. See *Plundering the Land: Oil, Resource Units, and You* on p. 4 for details.

Cost:	1000	Speed:	30
Fire Rate:	n/a	HP:	4000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	1		

TANKER

These take Earth Blood from the Oil Rig to the Power Station. They can't shoot, so look after them.

Cost:	600	Speed:	35
Fire Rate:	n/a	HP:	3000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	3		

MOBILE CLAN HALL

You drag this somewhere where there's a bit of space, set it down, and it becomes a Clan Hall. Neat, huh? Almost the same as a butterfly cocoon, only harder to take to class for Show and Tell.

Cost:	300	Speed:	20
Fire Rate:	n/a	HP:	6000
Fire Range:	n/a	Accuracy:	n/a
Tech Level:	n/a		

DIRE WOLF

Mutated, six-legged wolves with dwarf Evolved riders carrying nasty guns. Throw a bit of dancing in there and you'd swear it was a Twin Peaks experience...

Cost:	250	Speed:	75
Fire Rate:	fast	HP:	600
Fire Range:	160	Accuracy:	70
Tech Level:	1		

GIANT SCORPION

So you wake up from a nice night of camping and what do you find in your sleeping bag? A 20-foot long scorpion with enormous pincers and the ability to squirt corrosive acid. Talk about a bad "morning-after" experience.

Cost:	600	Speed:	45
Fire Rate:	slow	HP:	1000
Fire Range:	160	Accuracy:	70
Tech Level:	1		

MONSTER TRUCK

This truck is probably a lot less monstrous than the mutants who drive it, but it can do monstrous things, like running people over. (Okay, and occasionally shooting them with its big machine gun, if you want to get graphic...)

Cost:	450	Speed:	55
Fire Rate:	very fast	HP:	1000
Fire Range:	192	Accuracy:	70
Tech Level:	2		

WAR MASTODON

The reappearance of this creature is due to an Ice Age/Nuclear Winter similarity. It's an elephant with a severe bikini line problem and an automatic gun on its back for anyone who cracks that joke.

Cost:	800	Speed:	35
Fire Rate:	very slow	HP:	1600
Fire Range:	192	Accuracy:	80
Tech Level:	2		

GIANT BEETLE

The only thing worse than a beetle that spurts globs of abrasive, destructive and smelly chemicals out of its bloated abdomen is a 20-FOOT LONG beetle that spurts globs of abrasive, destructive, and smelly chemicals out of its bloated abdomen. Yech.

Cost:	900	Speed:	30
Fire Rate:	very slow	HP:	1200
Fire Range:	192	Accuracy:	85
Tech Level:	3		

MISSILE CRAB

A big pincer, two missile launchers, and a crab the size of a small house. You get a case of these crabs, and you'll be doin' more than scratchin', buddy.

Cost:	1100	Speed:	30
Fire Rate:	medium	HP:	1800
Fire Range:	256	Accuracy:	93
Tech Level:	4		

EVOLVED DEFENSIVE STRUCTURES

MACHINEGUN NEST

Momma bird just gave birth to a couple of crazy mutants with machine guns and too much ammo.

Cost:	500	Fire Rate:	fast
HP:	1200	Fire Range:	144
Accuracy:	90	Tech Level:	2

GRAPESHOT CANNON

Two operators sit inside a giant skull, tearing up ground and spraying a large area with doom.

Cost:	1500	Fire Rate:	slow
HP:	1800	Fire Range:	256
Accuracy:	50	Tech Level:	3

ROTARY CANNON

Inspired by the Survivors' Autocannon Tank. A less mobile but equally deadly version. Five barrels rotate for maximum firepower.

Cost:	2500	Fire Rate:	v.fast
HP:	2500	Fire Range:	260
Accuracy:	75	Tech Level:	4

MULTIPLAYER MAYHEM

Or, how to nuke your friends.

The problem with computers is that they don't howl and threaten to end friendships when you beat them senseless. This is why KKND has a multiplayer option. You link computers either through a network, modem, or null modem, then spank the heck out of your friends. The object is to build up your army and beat all others. Ain't war intricate?

NOTE: *Each KKND CD supports up to 2 players in a multiplayer game. This means that you can install KKND on 2 computers (Minimum or Maximum install) and play a multiplayer game from a single CD. Or if you have 2 CDs, you can play with 3 or 4 players. However, only players with a CD can be the server. Players without a CD can only join someone else's game. Kind of makes it worthwhile to have your own CD, doesn't it?*

SETTING UP A MULTIPLAYER GAME

To get into a multiplayer game, first make sure you've got the right connections (e.g., modem, null modem cable, network, or friends in high places). You got 'em? Okay. Now select MULTIPLAYER GAME from the Game Setup menu.

You're presented with a few multiplayer choices. Choose IPX for a network game, MODEM for

a modem-linked game over the phone, or SERIAL for a game linked by Null Modem cable.

IPX: NETWORK GAMING

Select IPX and you're dropped into the Network Game Selection screen, which lists all games currently active on the network. You have two main choices here: JOIN and NEW.

JOIN

This button is available if there are currently games to join. The games listed have not yet begun and are waiting for more players. Join the game you want by highlighting it and pressing JOIN GAME. You're shuffled off to yet another screen. See *The Client Multiplayer Game Screen* on p. 31 for more details.

NEW

Selecting NEW begins a new "open" game which others can join. In this case, you become the Server. See *The Server Multiplayer Game Screen* on p. 31.

CANCEL

Cancels all the hard work you've put in and drops you back to the main Network screen.

MODEM: LONG DISTANCE DAMAGE

Select MODEM from the Multiplayer Game screen, and you wind up here. You need to decide whether to call someone to play or await their call. Information can be edited in branching screens to make future connections simpler.

NEW GAME

Takes you to the New Friend Entry screen, where you click in the relevant boxes to add your friend's name (or what you'd like to call them), the modem bps speed they'll be using and their phone number.

NOTE: *You must enter a name in this screen before selecting DIAL or WAIT FOR CALL.*

EDIT FRIEND

Wouldn't be great if you really could edit your friends? Then maybe they'd say nicer things about you, and occasionally pick up a lunch tab. We can't help you there, but if your friend just bought a faster modem or maybe found out what bogus name you entered and wants it changed, you can go to this screen (almost identical to the New Friend screen) and click in the relevant box to change the details. Click SAVE THIS FRIEND when you've finished.

DELETE FRIEND

Let's face it—everyone's wanted to do this at some time or other. Clicking this button erases the currently selected so-called "Friend" from the list. Manic laughter while clicking this button is not uncommon.

DIAL

If you're feeling somewhat omnipotent and in control, and so you are to be the Server, click this when you've finalized everything and wait for your friend to connect. When that happens, you'll go to the Server Screen (see *Server Multiplayer Game Screen* on p. 31).

WAIT FOR CALL

If you're the passive (but nonetheless important) Client, or maybe that good-for-nothin' friend beat you to the DIAL button, click WAIT to let the Server know you're ready to connect. When that happens, it's off to the Client screen for you, pal. See *Server Multiplayer Game Screen* on p. 31 for details.

SERIAL GAME: ONE WAR, ONE LOUNGE ROOM

Contrary to popular belief, Serial Games are not games that stalk and systematically kill game players or designers. Though you'd wish they were sometimes, right? Alas, Serial games just mean no network, no phones, no mess, and no fuss. The Serial Game requires only a Null Modem cable and one simple screen before you get the main game choices.

CONNECT

To be the Server, click this and wait for your buddy. When you're both in, you'll go to the Server screen (see *Server Multiplayer Game Screen* below).

WAIT FOR CONNECTION

To be a Client, click this. When the connection is made, you'll get to play with the Client screen (see *Server Multiplayer Game Screen* below).

THE CLIENT MULTIPLAYER GAME SCREEN

As a client (i.e., not the server), you have a few options:

NAME

To enter the name you wish to use for this game, click in this box, type your name, then press **Enter** when you're done.

NOTE: *Mouse will not work until **Enter** is pressed.*

► **TIP:** Names like "KidDeath" are more threatening than ones like "Bunnykin", though not necessarily as funny.

SIDE

Determines the "race" of your army. Clicking on the SIDE box toggles between Survivor or Evolved.

COLOR

The units of each army bear a team color. Clicking on the COLOR box cycles through the available team colors so you can pick one you like (and it's first in, first served—so get 'em while they're hot!).

The person who logged in as the Server takes care of the other options and starts the game when s/he thinks everyone's had enough time to finalize their details. For more information, see *Playing a Multiplayer Game* on p. 32.

THE SERVER MULTIPLAYER GAME SCREEN

This is dang near identical to the Client screen above. Only thing is, the Server has access to all the buttons, thus control over all the game options. And this means three things: POWER, POWER, and POWER! The extra options are as follows:

STARTING RUS

Clicking this button steps through a bunch of big numbers. These numbers represent how many Resource Units each player will have at the start of the game.

A large figure means everyone will be able to build up their initial armies more quickly, a smaller figure means the hunt for oil will be more desperate.

MAX. TECH LEVEL

This puts an upper ceiling on high-tech units. Tech Level 1 results in a piddling little war where the skill of the player really shows. Tech Level 5 creates an all-out explosion-fest, with more screams than a Wes Craven picture.

TECH BUNKERS

Click this to toggle between YES and NO. Allowing Tech Bunkers brings a random element to the game—you have to find the old-world technology bunkers if you want to seriously swing the battle to your favor, as well as whacking the bejeezus out of the enemy.

SELECT MAP

Choose a map to play on. There are ten to choose from.

START GAME

When everyone is locked in, the Server clicks START GAME. Time to rock.

PLAYING A MULTIPLAYER GAME

Well, there's not much more to tell, really. Each army starts off in their own little xenophobic, secluded corner of the battleground, with one mobile base and a handful of troops. Move to a nice spot which you think will be easy to defend but also easy to build things and launch attacks from, and deploy the base. Build yourself up from there, the same as for Single Player games, and wipe everyone off the world. If you're alive the longest, you win. Simple concept, but it's kept the world going for oh-so-many years.

- ☛ **To find out who owns what:** Move the help cursor (the question mark) over any unit or building.
- **Multiplayer tech bunkers:** In multiplayer mode, tech bunkers take 10-20 minutes to become active. Once active, they operate the same way they do in a single-player game.

ALLIANCES

When playing a Network game, you have the ability to ally your army with others.

Allied armies will not go insane and shred allied units on sight, as they would with enemy armies. You can, of course, order them to do so if you wish (hold the cursor over them, press **[Alt]**, then click the attack cursor on them). This not only breaks the alliance immediately but is considered funny by everyone but your betrayed friend.

Forming an Alliance

Ganging up on the weak is simple, really. If you get all mushy and decide it's time to be pals to the detriment of all others, just place your cursor over the soon-not-to-be enemy and press **[Alt]**. Your units stop fighting that army, and your friend may then choose to ally with you, if your hippie behavior is contagious.

Breaking an Alliance

Abusing trust is one of the more fun sides of war. When your friend is feeling warm and fuzzy with the new alliance, select some units and **[Alt]** target some of your friend's units. The alliance won't be broken until the first bullet hits a targeted "ally," and by that time, they might all be dead! Funny!

NOTE: *Airstrikes don't break an alliance. Neither do Vandals and Saboteurs. Note also that some hippie got into the game code and made it possible to create alliances between two players in a 2-player game. Damn peace-loving FREAK!*

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- ☐ A description of the problem you're having.

If you need technical assistance with this product, call (650) 572-9934 Monday through Friday between 8:30 - 11:45 AM and 1:00 - 4:30 PM, Pacific Time. Please have the above information ready when calling to help us answer your questions as quickly as possible.

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